Rule Book

© 2020 Mariucci J. Designs, LLC • HEXplore It is a trademark of Mariucci J. Designs, LLC • All rights reserved.

Table of Contents

Expansion Disclaimer.....4
Dry Erasable Content.....4

Heroes.....5
Traits.....6
Legendary Cards.....8
New Caravan Masters.....11
New Cards.....11

The City-States.....13
New Bazaar Items.....14
Phorora & Dria Items.....15
Tari & Nemsynet Items.....16
Exalted Reputation.....17

The Black Pyramid.....19
Black Pyramid Placard.....20
Chambers.....20
Secret Exits.....21
Hidden Passages.....21
Chamber Maps.....22
Moving through Chambers.....22
Backtracking.....24
Fleeing Combat.....24
Using Items & Abilities.....24
The Villain Phase.....24
Game Difficulty.....24
A Platinum Win.....24
One vs. All.....24
Galleries.....25
Gallery Descriptions.....26
Boss Gallery Descriptions.....30
Random Loot Tables.....32

Bosses.....33
The Monstrosity.....34
Idryil the Undying Swarm.....34
Banneki the Bane Shadow.....35
Astonal the Lost Arbiter.....36

The Ravager: One vs. All.....37
One vs. All Play Style.....38
The Ravager Villain Mat.....39
Villain Upgrade Rings.....43
Game Setup.....45
Initial Augmentations.....46
Ravager's Tokens.....48
The Acts.....48

The Ravager Phase.....49
1. Roll your Abilities.....51
2. Draw a Card.....52
3. Mutant Resolutions.....52
4. Make an Action.....54
5. Discard any Cards.....54

The Ravager's Cards.....55
Anytime Cards.....56
Remnant Requirement Cards.....56
Rituals.....57
Ambitions.....60
The End Battle.....62

Game Options.....63
Valor.....64

Expansion Disclaimer

The Sands of Shurax Core box is required to play with much of the content that appears in this Expansion.

You'll find references to the SoS Core rule book throughout this booklet.

These are the only items in this expansion that can be used in any other HEXplore It game:

- 3 HEXclusive Roles
- 6 HEXclusive Races
- 2 Rare Races
- 12 Traits

Dry Erasable Content

Several dry erase markers are included in the Core game. Please note that the following game components are laminated and can easily be erased: Role cards, Black Pyramid, Boss Cards, Traits, and the Ravager's Villain card.

Heroes

You'll find all new Roles and Races in this Expansion that can be used in any HEXplore It game. They are more powerful than their basic counterparts. Each Role has two types instead of one. For instance, the Crystal Mage is both a Sapper and an Assist.

For more information on Roles and Races, see page 7 of the Core Rule book.

It is best not to group these Roles and Races with basic ones. If you play with one of these and a basic Role, the basic might feel underpowered in comparison.

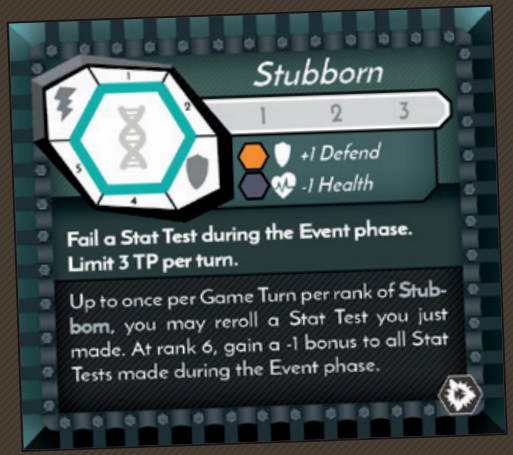
Traits

Traits give heroes a distinguishing quality. Players may select a Trait or draw one at random for each hero at the beginning of the game. There are many possible ways to choose Traits. Consider making your own rules for selecting them to create a well-matched, or interestingly unbalanced, group, etc.

Each Trait typically gives a passive bonus that can affect your hero or your allies. Traits are stats and start with 0 ranks. To increase a Trait's rank, you must gain Trait Points (TP) which are rewarded by completing the Trait point requirement on the card. When the Trait has accrued enough TP, fill in one space in its hex ring and increase its rank by 1. Each Trait can be increased this way 6 times.

TP Requirement: This is the requirement your hero must meet in order to gain 1 TP. Each time you successfully fulfill the requirement, fill in one mark on the TP Meter. If you gain a rank increase from another source, do not fill in a slot on the TP Requirement meter. Many of these have a "per turn" limit, which means you can only gain up to the specified number each Game Turn.

TP Meter: This is the meter you'll use to record your progress in reaching a rank upgrade. In this example, you must meet the TP requirement three times in order to gain 1 rank upgrade.


Stubborn
1
2
3
+1 Defend
-1 Health
Fail a Stat Test during the Event phase.
Limit 3 TP per turn.
Up to once per Game Turn per rank of Stubborn, you may reroll a Stat Test you just made. At rank 6, gain a -1 bonus to all Stat Tests made during the Event phase.

Some Traits will pair better with certain Roles over others. You can always randomize your Trait choice, or wait until you have your Role and Race selected before choosing your Trait.

Trait Ability: This is the unique special ability your hero gains once you increase the rank to 1. Each Trait gains an additional bonus for reaching rank 6!

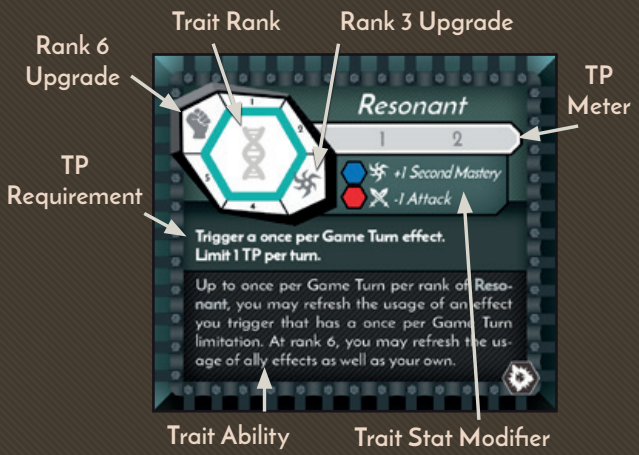
Trait Rank: This is the rank of your Trait. Traits can be increased up to a total of six times by meeting the TP Requirement, though you may increase the rank through other sources.

Trait Stat Modifier: Your hero will gain two stat modifiers at the beginning of the game when using Traits.

In this example, the hero would gain +1 Second Mastery rank and -1 Attack rank. These modifiers can reduce a Rank to 0. If this occurs, you cannot use the Ability or Skill until the rank increases.

Rank 3 & 6 Upgrade: When your hero gains the 3rd and 6th Trait rank, you immediately gain +1 rank to the stat shown in the slot. In this example, you would gain +1 Second Mastery at rank 3, and +1 Energy at rank 6. These rank bonuses may only be gained once.

Check the Traits the rest of your party has, to help you create interesting synergies.


Trait Rank
Rank 3 Upgrade
Rank 6 Upgrade
TP Meter
TP Requirement
Resonant
1
2
+1 Second Mastery
-1 Attack
Trigger a once per Game Turn effect.
Limit 1 TP per turn.
Up to once per Game Turn per rank of Resonant, you may refresh the usage of an effect you trigger that has a once per Game Turn limitation. At rank 6, you may refresh the usage of ally effects as well as your own.
Trait Ability
Trait Stat Modifier

Legendary Cards

- Legendary cards are new additions to the game that provide special Allies and Items. Each Legendary card is obtainable in a slightly different way:

Feilo the Giant (Ally): Roll a ten-sided die each time you pass through a Silt Sea hex. If you roll a hex, gain this ally.

Kriq'itt (Ally): Bribe Kriq'itt.

Rehn'Vali (Ally): Defeat the Hanta Guards after playing the Drian Danger event.

Astonal (Ally): Defeat Astonal the Lost Arbiter with Astonal's Legion alive at the end of combat.

Idryil's Bone Torque (Item): Defeat Idryil the Undying Swarm.

Assassin's Scroll (Item): Defeat Banneki the Bane Shadow.

Grim's Grimoire (Item): Defeat Magnus Grim.

The Rage Shard (Item): The first time a hero rolls all 3 hexes on their Skill rolls during the Skill phase.

Kelm's Crystal Warglaive (Item): Effects that allow you to search for and gain Legendary cards.

Legendary Ally Cards – Ally cards are special non-player characters that join the group and offer bonuses while they adventure with them. Allies have both Health and Energy stats, 3 combat options available to them (like Encounters), and additional Abilities usable by any hero in the group. Like Escorts, they can become a target in the group and can die.

Allies cannot be brought back to life unless otherwise stated. The Action Key, Vitals, and action descriptions are similar to those on Encounter Cards.

Ally Vitals: These are the Ally's Health and Energy ranks.

Action Key: Roll the action die and use the Action key to determine what your Ally does each combat round. If you roll an Energy Ability and your Ally is out of Energy, they will use their Attack action (at full power) instead. See page 58 of the Core Rule book for more information.

Action Descriptions: These are the three combat options available to your Ally.

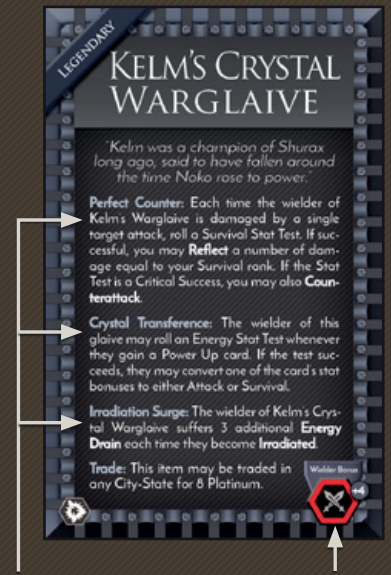
Special Abilities: These are Special Abilities your ally possesses. The group decides when an Ally will use one of these abilities, or they will happen when a trigger occurs, as specified by the Special Ability.

LEGENDARY
FEILO THE GIANT
4
26
8
5
1-3
5
Dual Target Unyielding Health.
"Fee-fi-fo-FEILO!"
3
4-5
8
Block 4. Single target Piercing Health.
7
Group Piercing Health. If Feilo suffers Energy damage this round it becomes Energy Drain
Veteran Gladiator: Feilo may roll Stat Tests during the Event phase. His Abilities are each considered to be rank 4, and his Skills are each considered to be rank 2.
Feilo's Mutation: Feilo's Food Rating is 6, but his Mutation allows him to live without Food. Each Game Turn you may give Feilo 6 units of Food. If you do, Boost the damage he deals and increase his Ability and Skill ranks by 4 until the end of the turn.
Grappling: Instead of rolling an action, Feilo may spend 4 Energy to grapple with a non-Horde non-Swarm opponent. He suffers all damage this opponent deals this round.
Ally Level
Ally Vitals
Action Key
Action Descriptions
Special Abilities

Legendary Item Cards

These item cards are special and have their own Abilities. Each of these items must always be possessed by one hero. There are no limits to the number of Legendary Item cards a single hero may carry. Item cards may be traded to other members of the group as if they were items in their backpack.

Special Abilities: These are Special Abilities the item possesses. Only the hero wielding the item may use these abilities.


LEGENDARY
Kelm's Crystal Warglaive
'Kelm was a champion of Shurax long ago, said to have fallen around the time Noko rose to power.'
Perfect Counter: Each time the wielder of Kelm's Warglaive is damaged by a single target attack, roll a Survival Stat Test. If successful, you may Reflect a number of damage equal to your Survival rank. If the Stat Test is a Critical Success, you may also Counterattack.
Crystal Transference: The wielder of this glaive may roll an Energy Stat Test whenever they gain a Power Up card. If the test succeeds, they may convert one of the card's stat bonuses to either Attack or Survival.
Irradiation Surge: The wielder of Kelm's Crystal Warglaive suffers 3 additional Energy Drain each time they become Irradiated.
Trade: This item may be traded in any City-State for 8 Platinum.
Wielder Bonus
+4
Special Abilities
Wielder Bonus

Wielder Bonus: The Wielder bonus is a special rank increase that only the wielder gains. The wielder bonus is transferred if the item is passed to another hero.

New Caravan Masters

There are 10 new Caravan Masters in this Expansion. Add these new cards to your Caravan Master deck and shuffle all cards before play. For more information on Caravan Masters, see page 77 of the Core Rule book.

New Home Locations: Some of the Caravan Masters in the Expansion have Homes located outside the City-States. After these Caravan Masters retire to their Home, they can be found whenever the heroes travel to a Caravansary in the location specified.

For instance, if a Caravan Master's Home is "the Wastes" that Caravan Master may be found in any Caravansary in the Wastes.If their home specifies a new location type (Oases, Caves, Mountain Peaks, Great Trees, Ruined Villages, etc), the group may treat those locations as if they were Caravansaries available only to that Caravan Master.

New Cards

There are several new cards included in this Expansion. Simply add these extra cards to their appropriate Sands of Shurax Core Box decks. For more information on these cards, check the Core Rule book.

Leaving Caravans: Some Caravan Events now allow you to leave the Caravan. Leaving the Caravan ends the Caravan Journey. Discard all unplayed Caravan Events, tally the Food cost of the cards already played, and then move the Caravan Master to their Home. Gain none of the Caravan Master rewards when Leaving the Caravan.

The City-States

New Bazaar Items

The markets are ever growing, and with new dangers present in the world come new opportunities. The following pages show new items available to your heroes.

Item	Gold	Description	Use
Shuraxian Spice	2	This burnt orange dust is a new cooking spice that has appeared in the region since the Ravager has surfaced. Consume this item during the Skill phase with at least 1 unit of Food. For the rest of the Game Turn, your attacks deal 2 extra damage. Additionally, if you possess a Mutation, roll a four-sided die. If the result is a hex, treat one of your Mutations as having an extra copy this turn.	Once
Territory Map	3	Use the Territory Map at any time to draw a HOTtile or HEXtile of your choice, and place it on the map.	Once
Explozinator*	5	The famed tinkerer Thumbelyork is said to have created these rare spherical devices. Press a button then pull the pin and clear the area, or it'll all go up in a blaze! This device may be used in combat with Swarms or Hordes. Roll the Pyramid and reduce the opponent's Outlast by the result. After its use, roll the Pyramid again. If the result is a hex, this item is not consumed. Strangely, the Explozinator is ineffective against other opponents.	Once
Spyglass	6	At the beginning of each Caravan Journey, each hero with a Spyglass may roll an Explore Stat Test. If successful, all Caravan Events drawn throughout the journey are revealed. If the test results in a Critical Success, you may discard and replace one of those cards with a new one from the deck.	Permanent

* This item may be used in Combat while using the Defend action.

Phorora & Dria Items

Item	Gold	Description	Use
Enhanced Potion*	2	**Heal** 5 Health and **Negate** all Conditions, or **Heal** all Energy. You may choose not to gain the potion's effects this round, and instead gain them next round at the end of the Resolution phase. If you are not damaged the next round, the potion is wasted.	Once
Physician's Supplies*	3	These supplies are used all over Phorora to help those in need. If an ally would die, the wielder may roll a Stat Test against one of their Masteries. If the result is a success, the ally is **Revived** with 1 Health and 1 Energy remaining. Only one available per hero.	Once
Monocle of Concentration	6	These specially crafted monocles improve vision and help focus one's concentration. The wearer ignores **Size Matters** penalties to Stat Tests. Only one available per hero.	Permanent
Bronze Gauntlet	10 and 1	These enchanted gauntlets were originally crafted by the illumon, before their home was destroyed by the Ravager. The gauntlets enhance healing effects created by the wielder (using items, Masteries, or other abilities). For every 10 points of **Healing** that would exceed the target's maximum Vital, **Raise** that Vital by 1. Additionally, Healers (the Role type) double the numeric effects of all **Heal** effects they trigger. Non Healers instead gain a +3 **Boost** to **Heal** effects received from items.	Permanent
Staff of Life*	8	This potent staff may only be used by heroes who can **Heal** or **Raise** Vitals using one of their Masteries or Abilities. The Staff of Life may be activated once per Game Turn at the cost of half your remaining Energy (minimum of 3 Energy required). It **Heals** the group's Health equal to half your highest ranked Mastery. Each of your opponents also **Heals** Health equal to half that amount. Undead opponents instead suffer the full amount as **Piercing** Health damage. Only one available per game.	Permanent

Tarri & Nemsynet Items

Item	Gold	Description	Use
Gladiator's Salve	5	Consume this item before you begin an Arena Event. While you are participating in an Arena, ignore the first point of Health damage you receive from each damaging source (other than sacrificing your Vitals to modify roll results). The effects of this salve remain active until the Event ends.	Once
Shoplifter's Fez	10	This magic fez enhances the wearer's ability to pilfer. The wearer may spend 4 Energy while purchasing an item to gain 2 of that item instead of 1. It cannot be used on unique items nor exceed item quantity limitations. Only one available per hero.	Permanent
Canopic Jar	25	These ancient limestone jars were used to store and preserve the lungs, liver, intestines, and stomach. If a hero dies while carrying a Canopic Jar, that hero immediately **Revives** with 1/4 their Vitals remaining for each Canopic Jar in their possession. Roll a ten-sided die when a hero acquires a Canopic Jar. If the result is a hex, the hero is **Cursed**.	Once
Champion's Banner	10 and 1	You've created a name for yourself; it is now time for the people to see it! Each time you roll an Occurrence in the Arena, subtract 1 from the total, for each level of Fame you possess above Unknown (-1 at Recognized, -2 at Famous, etc). Additionally, each gladiator may suffer 3 **Energy Drain** to allow the group to reroll an Occurrence die. Only one available per game.	Permanent
Conqueror's Stone	8 and 2	This hand-sized square blue stone has three white diagonal stripes across its surface. You may use this stone to gain an item of your choice worth 1 Gold (or less) at the end of each combat. Increase the Gold value by 1 each time you gain an item this way. This stone grows extremely hot each time the conjuration occurs. This stone's wielder becomes **Irradiated (4)** each time an item appears. Only one available per game.	Permanent

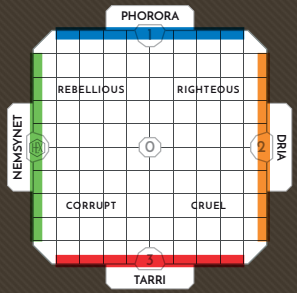
* This item may be used in Combat while using the Defend action.

Exalted Reputation

The group is considered to have Exalted Reputation when their Reputation is on the outer edge of the Reputation graphic. You'll gain access to special actions while Exalted with an entity.

The group may become Exalted with City-States or with Factions. It is possible to become Exalted with a City-State and a Faction at the same time.

Exalted with City-States



Exalted with City-States

The City-States reward devoted members of their society. If the heroes' Reputation lies on any of the edge spaces, they become Exalted with the matching City-State.

While the group is in a City-State they are Exalted with, once per Game Turn, one hero may roll a series of Stat Tests that match the Schooling and Sparring stats for that City-State. If that hero succeeds on at least 3 of these rolls, the group gains the following ability until the end of the game:

Phorora: The group may share Knowledges with Phorora while in any City-State.

Dria: Reduce the Gold cost of all items from other Volumes by 5 (to a minimum of 1).

Tarri: Heroes **Raise** 4 Health and 4 Energy after each Tarri Arena event.

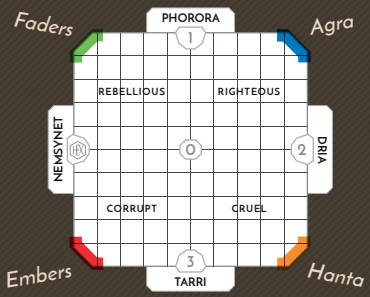
Nemsynet: A hero may reroll the first Strike rolled each time they play Scarabs.

Exalted with Factions -

There are many influential groups in the world, called Factions. In the Sands of Shurax, four Factions vie for power and influence over the realm.

While the hero's Reputation is on either of the 2 corner spaces of a Reputation quadrant, they are Exalted with a Faction.

Exalted with Factions



Rebellious:
The Faders

While the group is Exalted with the Faders, poor and desperate Ravager survivors believe the doomsday stories you tell. Each time the heroes exit a Ruined Village, roll the Pyramid. The group gains the resulting number of Ravager Crystals.

Righteous:
The Agra

While the group is Exalted with the Agra, they freely share their knowledge of nearby excavation sites. Each time the heroes enter Phorora, the group may place the top Phororan Mission on the bottom of that deck and reveal the next card in the stack.

Cruel
The Hanta

While the group is Exalted with the Hanta, they are immune to the Hanta Guards event in Dria. Additionally, each time a hero becomes Employed in Dria, that hero rolls a ten-sided die. If the result is a hex, triple the Employ rewards, otherwise double them instead.

Corrupt
The Embers

The Embers are a powerful group of nobles who work toward controlling the majority of wealth moving through Shurax. While the group is Exalted with the Embers, they may double all max-ante limits while playing Scarabs.

THE BLACK
PYRAMID

The Black Pyramid

- The Black Pyramid is located on HEXtile I and J.
- The group may choose to enter the Black Pyramid after Camping in the Black Pyramid hex. Heroes do not gain the Skill roll bonus for Camping here.
- Only the Event and Villain phases are played while in the Black Pyramid.
- After entry, the heroes draw a Chamber Map card and begin in that map's starting location (or if they're returning to it, in the last Secret Exit they've found).
- The heroes may only exit the Black Pyramid through a Secret Exit.

The Black Pyramid Placard – When the group enters the Black Pyramid, search for the Black Pyramid placard, and the Black Pyramid Chamber Map cards. Randomly draw a Chamber Map card and place it on the Black Pyramid placard. Each of these will be used while the heroes are inside.

Chambers – There are six types of Chambers within the Black Pyramid. Each type requires interaction by the heroes in a different way. The six Chamber types are:

Galleries: Each of the Black Pyramid's Galleries offers a unique event as specified by the Gallery description in this booklet. For more information on Galleries, see page 25.

Black Pyramid Placard

Lost Temples: Heroes will roll a Stat Test against an Ability of their choice to attempt to find Treasure, Food, or regain all their lost Health and Energy. Advance to the Villain phase after this Chamber.

Treacherous Halls: Heroes will roll a Stat Test against one of their three Skills to attempt to avoid a dangerous situation. Beware, the larger you are, the more difficult these passages become! These Chambers may be played more than once. Heroes must consume Food after completing a Treacherous Hall.

Crystal Formations: These locations are treated as though they are a Crystal Tower located in the Wastes. The heroes will be able to harvest Ravager Crystals here, gain Mutations, and a Power Up. Crystal Formations are optional, and thus heroes may choose to pass them by. Advance to the Villain phase after this Chamber.

Embalming Rooms: These locations are dangerous and teeming with the Pyramid's guards. The group may also find secret passages leading out while here. These Chambers may be played more than once.

Treasure Vaults: The heroes have a chance to find amazing treasures while here, but may face the guards before they can proceed. Advance to the Villain phase after this Chamber.

Secret Exits –

There are several Secret Exits to be found in the Black Pyramid. After the heroes play through a Chamber that contains the Secret Exit icon, they may choose to exit the Black Pyramid. Advance to the Villain phase after using a Secret Exit. Next turn, the heroes reenter the Movement phase (instead of skipping it). This allows them to move away from the Black Pyramid.

Secret Exit

You may always reenter the Black Pyramid using Secret Exits you've found. When you reenter the Black Pyramid, you must replay any Treacherous Halls between your exit and the last Chamber you explored. The first and last Chambers are always considered to be Secret Exits.

Hidden Passages –

There are also hidden passages that the group may uncover. They are found in Explore-based Treacherous Halls and marked by an "H" on the Chamber Map. If at least one hero rolls a Critical Success in one of these locations, the group may choose to advance forward using the Hidden Passage, skipping the content in between.

Chamber Maps –

Black Pyramid Chamber Maps

- Draw a Black Pyramid Map card when you enter the Black Pyramid. The group will move through each Chamber, one at a time, as shown indicated by the map.
- Place the Chamber Map you've drawn on top of the Black Pyramid placard. Record your progress as you move through it, marking Secret Exits if you find them. In the example on page 23, the group has advanced through the 5th chamber, and Secret Exits exist on both the first and fifth Chamber.

Moving through Chambers – Each Chamber requires the group to interact with the Black Pyramid in a different way, as defined by the Chamber type. After the group completes each Chamber, they may choose one of the following options:

Move Forward: Continue ahead to the next Chamber.

Camp Out: Advance to the Villain phase. After the Villain phase, regain lost Vitals per Camping rules (but do not gain Skill bonuses). Then advance forward to the next Chamber.

Backtrack: Move backward to a known Secret Exit (see page 24).

You may play through multiple Chambers in one Game Turn, but must advance to the Villain phase each time one of the following occurs:

- The group Camps Out
- The group completes a Chamber containing a Villain Phase Icon
- All heroes fail a Skill roll in a Treacherous Hall

Black Pyramid Treasure Vault Rewards
Black Pyramid Villain
Game Difficulty Increases
Chamber & Secret Exit Tracker
Villain Phase Icon
Crystal Formations
Embalming Rooms
Lost Temples
Treacherous Halls
Treasure Vaults
Place your Chamber Maps Here
Note: Treasure Vault Rewards are gained on results of 3-hex in Treasure Vault Chambers.

Backtracking – The group may Backtrack to a discovered Secret Exit. You must play all Treacherous Halls and Embalming Rooms in between your current location and the Secret Exit. If you succeed, use the Secret Exit to leave the Black Pyramid.

Fleeing Combat – Heroes may Flee from combat in the Black Pyramid, but instead of Wandering, all heroes suffer 3 **Nonlethal** Health and 3 **Nonlethal** Energy damage, then move back one Chamber.

Using Items & Abilities – Heroes may use items or their Abilities before or after a Chamber is attempted/completed, or during combat per normal rules. You may not use items or Abilities during a non-combat Chamber event, unless it is a Racial Ability.

Villain Phase Icon

The Villain Phase – You may be required to advance to the Villain phase while in the Black Pyramid. After you complete a Chamber that contains the Villain Phase Icon, the Event Phase ends and the Villain phase begins. After playing the Villain phase, skip to the Event phase of the next turn.

Difficulty Increase

Game Difficulty – The Game Difficulty increases by 1 (to a maximum of Epic), after Chambers 7, 13, and 19. Game Difficulty icons are shown adjacent to the Chamber Tracker.

A Platinum win – If you gain enough Platinum to win the game while inside the Black Pyramid, you must exit the Black Pyramid before you win.

One vs. All – If you're playing the One vs. All game style, the player controlling the Ravager may affect the heroes while they are in the Black Pyramid. The Black Pyramid cannot be destroyed by the Ravager.

Galleries – Each of these Galleries are unique. When you face a Chamber listed below, locate its entry in this booklet and read aloud, playing through the event as specified. Entries 1-3 are only defined in the table below. After you complete one of these Chambers, the group gains the reward shown below.

Icon	Chamber Name	Reward	Chamber Description	
1	Scarabs!		Locate the Scarabs! Swarm Encounter and face it.	
2	Vagabonds!		Locate the Vagabonds! Encounter and face it. Their type changes to Undead.	
3	Clockwork Scyrpenes!		Locate the Clockwork Scyrpene! Swarm Encounter and face it. Increase its Outlast by 2 per hero instead of 1 per hero.	
4	Tar Pit		The floor has given out under you.	*See page 26.*
5	Trapped Keystone		You've triggered a trap!	
6	Lost Spirit		You've encountered a wandering spirit.	*See page 27.*
7	The Spring of Rahm na'et		You've come to a beautiful pool.	
8	The Chamber of Bones		A hall of bones extends before you.	*See page 28.*
9	The Bleak Arena		Strange cheering can be heard ahead of you.	
10	The Hall of Reflection		Where is everyone?	*See page 29.*
11	Aahotep's Chamber		Things aren't as they seem.	
12	Amon Zu the Scorpion King		The Scorpion King is a terror to behold.	*See page 30.*
13	Idryil the Undying Swarm		Her form is an ever shifting mass of living creatures.	
14	Ahm'hinachep the Mummy		Dusty halls harbor a terrible disease.	*See page 31.*
15	The Well of Sorrow		A dark well descends far below this chamber.	
16	Pilenkiknay the Chaos Bearer		Piley threatens to rule over all.	

Gallery Descriptions -

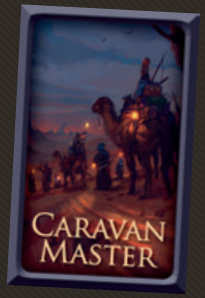
4 **Tar Pit:** The floor has given way and you find yourself falling a short distance into a viscous mass of black hot tar. What's more, this tar seems to be alive, moving of its own volition. Locate the Tar Jelly! Swarm Encounter and face it in combat. Modify this combat in the following ways:

- Heroes receive a +1 penalty to Explore Stat Tests.
- Survival Stat Tests made against this opponent gain **Size Matters (-)**.
- If combat lasts 3 or more rounds, each hero loses their highest Gold valued Gear Upgrade.
- If combat lasts 5 or more rounds, each hero loses an additional Gear Upgrade.

5 **Trapped Keystone:** You've inadvertently stepped on a trigger stone! Each group member rolls target dice. The target with the highest result has triggered the trap. This target suffers double damage. Roll a six-sided die and play through the event below.

1-2	**Rolling Boulder Trap:**	A great boulder thunders toward you from a chamber above. Group Explore, 3 times. Each time a target fails a roll, they suffer 4 Health damage. Targets who possess a Belt of Many Pouches gain a -3 bonus to the roll.
3-4	**False Floor Trap:**	You've come to a chamber with a false floor! Group Navigate, 3 times. Each time a target fails a roll, they suffer 7 Energy damage. If the group possesses the Living Rope, all targets gain a -3 bonus to the roll.
5-	**Spiked Wall Trap:**	The walls begin to close in on you, spikes in each direction! Group Survival, 3 times. Each time a target fails a roll, they suffer 4 **Energy Drain**. Targets who possess a Survival Kit gain a -3 bonus to the roll.

6 **Lost Spirit:** Draw a random Caravan Master. You have encountered a spirit who has perished here, long ago. They have full Vitals and will accompany the group as long as they have at least 1 Health. Drawing this Caravan Master does not initiate a Caravan Journey. Ignore their Special Abilities. The heroes receive no bonuses from the Caravan Master's Stat Specialties.



While this Caravan Master is "alive", the group may purchase items that Caravan Master would normally sell, as well as all types of Gear Upgrades. If the group exits the Black Pyramid, discard this Caravan Master.

After playing each subsequent Chamber, the Caravan Master suffers 4 **Energy Drain** plus 1 per hero. Before they suffer the damage, each hero may roll Stat Tests against the stats matching the Caravan Master's Stat Specialty to reduce this damage. The hero who succeeds the most Stat Tests reduces this damage by 2 per success.

If the Caravan Master is alive when the heroes reach the Spring of Rahm na'et (Gallery 7), the group will gain twice the Caravan Master's Reward, as determined by the Caravan Master's remaining Vitals. Their spirit departs afterwards (discard the card).

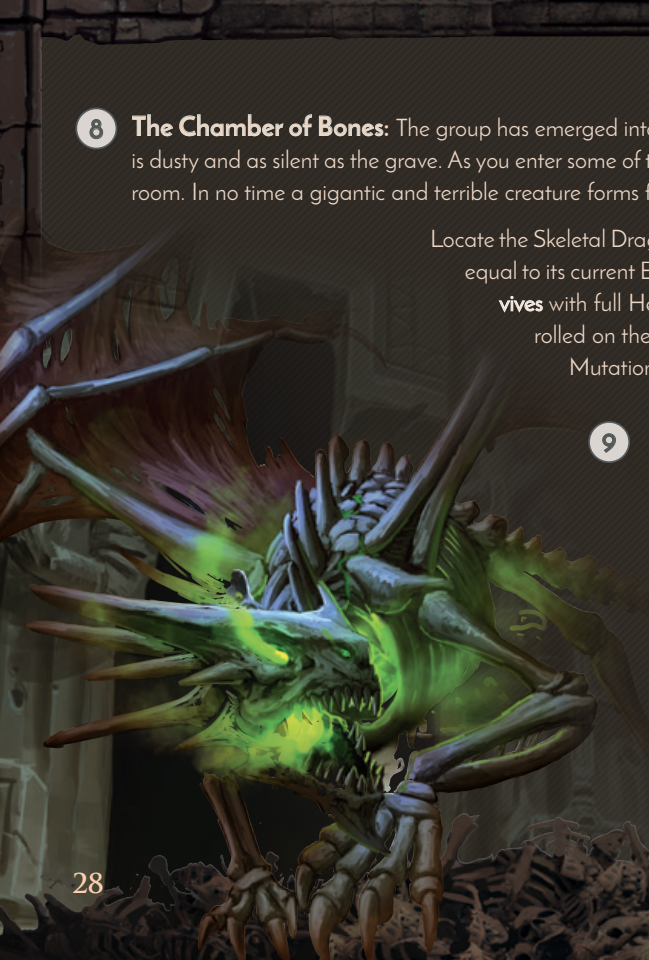
7 **The Spring of Rahm na'et:** Also known as the Spring of the Jade Asp, this garden is surprisingly teeming with life. Treat this Chamber as if it were an Oasis. It also contains a Secret Exit.

The heroes may choose to Camp in the Spring of Rahm na'et. If you do, advance to the Villain phase.
All heroes **Heal** 3 Health and may roll an Explore Stat Test. If at least one hero succeeds, they spot something at the bottom of the pool.

Any hero may choose to play the Harrowing Trial Arena event. This Arena is Deadly and only one hero may attempt the event at a time. No Occurrences are rolled between rounds. If at least one hero succeeds, that hero gains a Conqueror's Stone (page 16).

8 **The Chamber of Bones:** The group has emerged into a chamber whose floor is nothing but bones. This vast hall is dusty and as silent as the grave. As you enter some of the bones begin to rattle and move toward the center of the room. In no time a gigantic and terrible creature forms from within it.

Locate the Skeletal Dragon Encounter and face it in combat. It gains **Regen:** Health equal to its current Energy. If the Skeletal Dragon dies while it has Energy, it **Revives** with full Health and half its current Energy. Each of its Mutations are rolled on the Legendary Mutation table. If it gains Undying, ignore the Mutation Effect (it still gains bonus Vitals and grants the reward).



9 **The Bleak Arena:** Pilenkiknay the Chaos Bearer summons his creations to fight in a spectacle witnessed by the dead denizens of this pyramid.

Treat this Chamber as if it were Tarri's Deadly Arena. The heroes treat their Fame as if it were Legendary while in this Arena and must play through its first tier. Each time the heroes complete a tier, they may choose to play through the next tier or move into the next Chamber.

If you face a Boss in the Bleak Arena, face Pilenkiknay in the Magnus Grim map, or the Phoenix in Pilenkiknay's Map.

10 **The Hall of Reflection:** You enter a room of mirrors but quickly realize the group is no longer together. All heroes and their allies are split from one another. Each hero must attempt to locate the other heroes in order to regroup.

Each hero rolls a six-sided die. If any heroes roll matching numbers, those heroes find each other and regroup. Any hero who does not match with another hero must immediately roll an Energy Stat Test.

- Those who fail suffer 3 Energy damage.
- Those who Critically Fail find a doppleganger instead. They suffer **Nonlethal** Health damage equal to a random hero's Attack rank (roll Target dice to determine which other hero is found).
- Those who Critically Succeed find one other hero or group of their choice, or may choose to find a random item instead.

Regrouped heroes continue to roll to find the others, but the group only chooses one of the regrouped members' rolls. When all heroes have regrouped with each other, you find the exit to the Hall of Reflection and are regrouped with all non-hero allies. Single hero groups may skip rolling the six-sided die and roll the Energy test once before exiting.

Triple this chamber's reward if the entire party regroups in the first round.

11 **Aahotep's Chamber:** The heroes have entered the chamber of a beautiful, long departed goddess, and have fallen under a spell. Unaware of their situation, the heroes are now sleeping, in a deep torpor. They dream strange dreams of her as she accompanies them through a new place.

Reveal Power Up cards from the deck until you reveal one with a stat bonus increase to one stat. Redraw any Evolve cards drawn. Set this card face up, on top of the deck. Then draw another Black Pyramid Chamber Map and set on top of your current Chamber Map.

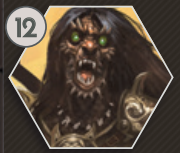
In order to break free from the dream, all heroes must awaken. While asleep, the group must move through the new Chamber Map, starting in their current location. The heroes may not Backtrack, and may not use a Secret Exit if one is found. Do not advance to the Villain phase while inside the dream. All rewards gained while in the dream world are kept.

After each Chamber is played in the dream map, all sleeping heroes gain the drawn Power Up bonus (ignore Stash and Purity bonuses), then sleeping heroes roll Stat Tests against each Mastery:

- Heroes who succeed both tests awaken from the dream.
- Heroes who fail one test lose a number of Energy ranks equal to the Power Up stat bonus revealed.
- Heroes who fail both tests fall deeper into the dream and lose an equal number of Health ranks instead of Energy.
- Heroes receive a -2 Stat Test bonus to their Mastery rolls for each awoken hero.

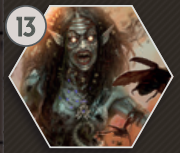
Heroes who die in the dream immediately awaken with full Vitals, but lose a number of Health and Energy ranks equal to twice the Power Up stat bonus revealed. The group may only exit Aahotep's Chamber when all heroes awaken from the dream or if the group completes the last Gallery in the dream map.

Boss Gallery Descriptions – The following Galleries are Boss locations. If you have previously defeated any of these Bosses, face them again.



Amon Zu, The Scorpion King: You've entered the Scorpion King's domain. Face him in combat. If this is the last Chamber in the Black Pyramid, Amon Zu gains the following:

- Locate the Amber Scorpion Swarm Encounter. It enters combat and its Outlast cannot be reduced. When Amon Zu is defeated, immediately reduce the Amber Scorpion's Outlast to 0.

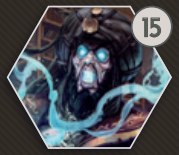


Idryil the Undying Swarm: A cloud of flies begin to swarm into a coherent shape. The air is foul and you choke on it as Idryil the Undying takes form. Face her in combat. If this is the last Chamber in the Black Pyramid Idryil gains the following:

- Locate the Desert Harpies Encounter. It enters combat and its first Mutation is Vampiric.

Ahm'hinachep the Mummy: A low moan echoes off the walls of this place. You find it difficult to breathe the dry air, dust coating every surface. If this is the last Chamber in the Black Pyramid, Ahm'hinachep gains the following:

- Locate the Sand Corpses Horde Encounter. It enters combat and its Outlast cannot be reduced. When Ahm'hinachep is defeated, immediately reduce the Sand Corpse's Outlast to 0.



The Well of Sorrow: Locate and play the Well of Sorrow Discovery card. If the Well of Sorrow has already been found, treat this location as if it were a copy of the initial location. If this is the last Chamber in the Black Pyramid, and the group did not face Magnus Grim in the Well, face him after resolving the Discovery. He gains the following:

- Locate the Breath Stealer Encounter. It enters combat and its first Mutation is Psionic.
- Magnus Grim's Grim Possession ability is replaced by:

Grim Recovery *MODERATE+ DIFFICULTY*	Each time Magnus Grim **Realm Jumps**, roll 3 four-sided dice. If he jumps into Spirit form, he **Raises** Health equal to the result. If he jumps into Undead form, he **Raises** Energy instead.

Pilenkiknay the Chaos Bearer: The demi god Pilenkiknay lairs within the Black Pyramid from time to time. Piley's Teleportation Passive works differently when you face him in the Black Pyramid:

Teleportation *PASSIVE ABILITY*	After each Opponent phase, the Chimera **Teleports** with the group. Roll 3 ten-sided dice and add the result into one total. If the result is between 3 and 26, move the group to the matching numbered Chamber. The Chimera **Raises** 6 Health and 6 Energy per Crystal Tower within 4 Chambers of the group's position. If the group defeats Pilenkiknay, move them to the 26th Chamber.

Random Loot Tables

Use the tables on this page to randomly draw an item, Treasure, or Legendary card while within the Black Pyramid.

Reroll any Treasures, Legendary Treasures, or Legendary Allies you already possess. You may gain items more than once.

When you receive a random Treasure or Legendary Treasure, you may also choose to include content from other games in the series.

Random Items

1	Poultice
2	Ironscale Potion
3	King's Elixir
4	Elixir of Souls
5	Conqueror's Stone
HEX	Canopic Jar

Random Treasures

HEX	Choose 1 Treasure
2	Lunar Blade
3	Genie Lamp
4	Magic Carpet
5	Ankh of Mesn'ott
6	Ring of Shadows
7	Obsidian Keystone
8	Regalia of Rahm'nei
9	Ioune Crystal
10	Bamf Rings* or Roll Again

Random Legendary Treasures & Allies

Roll a ten-sided die when you receive a Legendary reward. If the result is 7 or less, roll on the Treasure table, otherwise roll on the Ally table.

HEX - 7

Legendary Treasures

1	Kelm's Crystal Warglaive
2	The Rage Shard
3	Assassin's Scroll
4	Grim's Grimoire
5	Idryil's Bone Torque
HEX	Choose one

8 - 10

Legendary Allies

1	Feilo the Giant
2	Kriq'itt
3	Rehn' Vali
HEX	Astonal

*This Treasure is available in the Sands of Shurax Living Card deck.

Bosses

New Bosses

There are four new Bosses in the Return to the Sands Expansion. Each Boss has its own unique trigger and/or spawn condition. For more information on Bosses, see page 32 and 62 of the Core Rule book.

The Monstrosity (Variable Level)

There are many new creatures emerging from within the Wastes. This Boss can be fought more than once. Each time you do, draw 2 random non-Swarm, non-Horde Encounters and place them on the Monstrosity Boss placard. You'll face a mutated combination of the two!

Trigger: Camp in a Remnant without a Crystal Tower to trigger combat with the Monstrosity.

Idryil The Undying Swarm (Level 4)

Sometimes terrible creatures come to find their power in the heart of the desert. The few travelers who have witnessed Idryil for themselves scarcely believe what they saw. Scholars say Idryil was once a master Druid of the Autumn Court, but that she hasn't been seen in 300 years.

Trigger: Roll a ten-sided die each time the group vanquishes a Swarm Encounter. If the result is a hex, Idryil appears and confronts the heroes in combat after the Swarm is defeated. Each time this battle does not trigger, increase the result needed by 2 (a roll of a hex, 2, or 3 for the 2nd time, a roll of a hex through 5 for the third, etc).

Banneki the Bane Shadow (level 6)

The Bane Shadow is a fearsome assassin, renowned for his ability to track and locate his quarry across vast distances. His name is largely known to the people in Nemsynet, who often hear tales of noblemen meeting a grisly demise by his hand. It is said that once Banneki targets you, there is no escape- your death is inevitable.

Trigger: Each time the group enters a City-State whose Reputation does not match their own, the group rolls a ten-sided die. Increase the result by the number of Reputation points you would need to gain to become neutral with the matching City-State. If the result is 10 or higher, Banneki ambushes the heroes at the end of the current Game Turn.

Infamy Points: Before the heroes face Banneki the Bane Shadow, take a moment to calculate the group's Infamy points. This will determine the Boss reward you'll gain from defeating him. Add up all applicable points in each category into one total amount.

Infamy Points

1	per Mutation the group possesses
2	per Caravan Master Revealed
2	per Mission completed
4	per Boss vanquished
4	per Legendary Item obtained
6	if the group's Reputation is Exalted

IP Total	Banneki Boss Rewards
1-20	3 + + 5 10
21-30	6 + + + 8 6
31-40	12 + + + 12 4
41+	24 + + + + 16 2

Astonal the Lost Arbiter (level 8)

Astonal is a legendary commander who has gathered an army of warriors loyal to his cause. He is not evil, but defends his land as any fierce tactician might. His followers are loyal to him, for he provides everything they need to survive. Many of the City-States see his people as a threat.

Trigger: Combat with Astonal the Lost Arbiter is triggered when the group faces the "Astonal's Camp" Caravan Event or travels to the Ruined Village that is adjacent to either starting location on the Circumstance Bar.

Surrendering to Astonal: At any point during combat with Astonal, the heroes may choose to surrender. If you do, dead heroes are **Revived** and the group becomes **Imprisoned** with the following changes:

- This instance of the **Imprisoned** Condition cannot be **Negated**.
- The heroes stay in this location to fight in the Honor Grounds Arena.
- The group starts with Unknown Fame here, regardless of their Fame elsewhere.
- The group must participate in the Honor Grounds Arena until they become Celebrated. Once Celebrated, the group is then freed and heroes regain access to their backpack.
- The group may choose to continue participating, or may return to this location later in the game for a chance to face Astonal again.
- Once the heroes become Legendary in the Honor Grounds Arena, instead of playing the Legendary tier event, face Astonal in combat.

Gaining Astonal, Legendary Ally: Defeat Astonal the Lost Arbiter with Astonal's Legion alive at the end of combat.

RAVAGER: ONE vs. ALL

Ravager: One vs. All Play style

The following rules detail the process for one player playing as the Ravager against the rest of the players playing as the heroes. It is best to play this style only after playing a normal Sands of Shurax game.

You'll use your dry erase marker to record all of its stats on the Ravager's card. Each turn during the Villain phase, you'll act on the Ravager's behalf, making the game more difficult for the heroes. This game style is not meant for everyone. For groups who love a good story and don't mind playing a slightly longer game, this style may be for you.

We have built the One vs. All style to give the players more flavor from the villain's perspective. We encourage you to consider all players as winners at the end of the game, no matter who achieves victory. The game is after all, an evolving story, with all participants taking a part in its unfolding.

The player acting as the Ravager needs to pay close attention to the following pages, but the rest of the players may also take a look to see what troubles await them in the future.

The Ravager's Villain Mat

The Villain Mat Explained

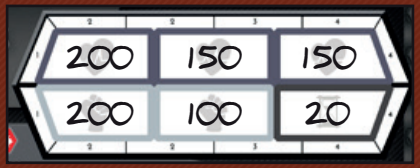
Abilities

The Ravager has three Abilities and a ten-sided die for each, matching each color. The three Abilities are a measure of its power, and can grow as the game unfolds. You will begin the game with a rank of 1 for each.

Might (red): A measure of your physical power. Might is a passive Ability which increases your power for the final combat.

Supremacy (gray): Supremacy allows you to Emerge from underground. It does not cost any Energy to use.

Prowess (black): Prowess allows you to Submerge back underground. Like Supremacy, it does not cost Energy to use.



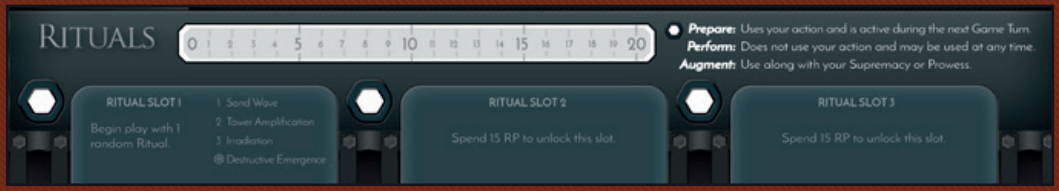
Vitals*

Health (indigo): The Ravager is Titanic and has 3 Health values. It is used during the final combat with the heroes and begin at the values shown above.

Energy (gray): The Ravager has 2 Energy values. It is used during the game, to power several additional effects, and during the final combat and begin at the values shown above.

Outlast (dark gray): The Ravager has an Outlast value that begins at a value of 20.

*The Ravager's **Raised** Vitals are permanently increased (and not temporary).


RITUALS
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
Prepare: Uses your action and is active during the next Game Turn.
Perform: Does not use your action and may be used at any time.
Augment: Use along with your Supremacy or Prowess.
RITUAL SLOT 1
Begin play with 1 random Ritual.
1 Sand Wave
2 Tower Amplification
3 Irradiation
Destructive Emergence
RITUAL SLOT 2
Spend 15 RP to unlock this slot.
RITUAL SLOT 3
Spend 15 RP to unlock this slot.

Rituals

Ritual Bar: Ritual Points (RP) are recorded on the Ritual Bar. Draw a horizontal line as you gain and lose RP. You begin the game with 0 RP.

Ritual Slots: These are the Rituals you may use. One slot is open at the beginning of the game. Spending 15 RP can unlock another Ritual slot, up to three total.

Prepared Ritual Dots: These three dots are used to remind you you've prepared a Ritual for use next Game Turn. Either fill in the dot with your marker, or place an extra die on this spot when you've prepared a Ritual. Next turn, you'll want to remember which Rituals you've prepared.

Prepare/Perform/Augment Key: This key is useful to help remind you how the Ritual system works. For more information on Prepare/Perform/Augment, see page 58.

Ranks

Like the heroes, your Ranks are the numbers you'll record inside each stat (Abilities and Vitals) on your Villain card. Each Rank evolves as the game progresses.

Remnant Counter

Use this area of your villain card to keep track of how many Remnants you've placed on the map.

Deck Immunity

The Ravager's Villain deck may not be looked at, rearranged, modified, or discarded by the heroes.

Die Immunity

The heroes may not effect the Ravager's die rolls outside the final combat.

Reward Table

Like the heroes, you will gain access to your own rewards. The Reward table appears on the back of your Villain card. When a game effect has you roll on your Reward table, you'll roll a six-sided die and immediately gain the reward shown.

Reward Table Graphic

Phase Overview

This helpful graphic outlines the sequence of actions you'll make each Game Turn.

Reward Table

The Ravager Phase Overview

The Ravager Phase
1 Roll your Abilities
• You'll gain Ritual Points if you succeed.
• 1 point for every success.
• 3 points for every Critical Success.
2 Draw a Card
3 Mutant Resolutions
• Move any of your Mutant tokens up to 2 hexes.
4 Make an Action
• Choose one of the following 3 actions to perform:
1) Spend Ritual Points to play any number of your Rituals.
2) Use either Supremacy or Prowess (not both).
3) Make no action and gain 1 Ritual Point.
5 Discard any Cards
• Choose to discard any of your cards in order to gain 1 Rank increase.
• You may have a maximum hand size of 10 cards.
Next Game Turn
Reward Table
1 Place a Mutant token on a Remnant
2 Draw 1 Ravager card
3 +5 Ritual Points
4 +1 Ability rank of your choice
5 Gain 1 extra Villain Phase this turn
Choose a reward from this table
HEXPLORE IT

You'll use your dry erase marker to record all of your Villain stats on the front of the Villain mat. Unlike the heroes, you'll use both the front and the back.

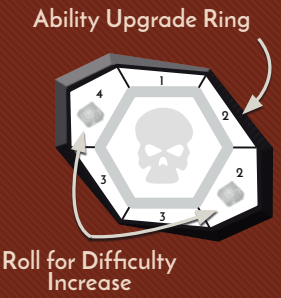
Villain Upgrade Rings

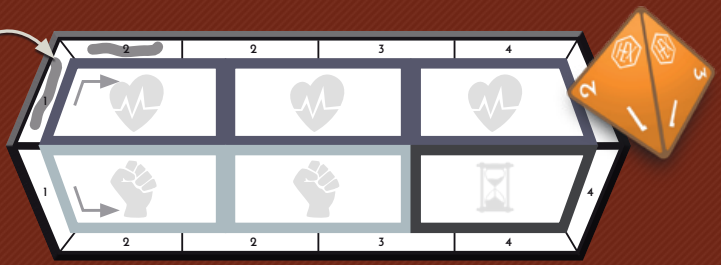
- There is a ring of numbers around the outside of each stat on the Ravager's Villain card. These values indicate the number of cards that must be discarded from your hand in order to gain an Upgrade.
- Discarding cards takes place at the end of the Ravager's phase (see page 54).
- You must Discard all cards in the same turn in order to gain the Upgrade.
- Starting at the top most edge, each increase may become more costly, moving clockwise around the ring (counter clockwise for Energy). For instance, in the example below, the first Upgrade would require 1 card discarded from your hand, then another 2 cards for the next, and so on.
- The Ravager may only gain a total of 6 Upgrades for each stat.

Ability Upgrades

When you choose to discard cards from your hand in order to gain an Ability Upgrade, shade in the Upgrade slot marking its use and increase the rank of your Ability by 1.

When you increase an Ability Upgrade 3 times and again at 6 times, you may choose to roll a ten-sided die to attempt to increase the Game Difficulty. If the roll is less than or equal to your Ability rank, increase the Game Difficulty by 1.





Vital Upgrades

Vital Upgrades work a little differently than Ability Upgrades.

The Ravager has 6 Vitals. 3 are Health, 2 are Energy, and 1 is Outlast.

When you choose to discard cards from your hand in order to gain a Vital Upgrade, shade in the slot marking its use, then roll a four-sided die the number of times you've upgraded that Vital. Then, **Raise** each of your Vitals that match that type (Health or Energy) by the result plus half the number of Remnants placed on the board.

> **Example:** If the Ravager has upgraded his Health twice already, he is upgrading a third time by discarding 2 cards. He rolls a four-sided die 3 times (the number of times he's upgraded). He rolls a hex, a 3 and a 2. There are 6 Remnants placed on the board. He increases each of his 3 Health values by 12 (a sum of 4+3+2+3).

Energy & Outlast Upgrade Bonus: Energy Upgrades work like the Health upgrades. In addition to gaining extra Energy, whenever you gain an Energy Upgrade, increase your Outlast by 2, and gain 1 roll on your Reward Table (which appears on the back of your Villain card).

Game Setup

There are a few changes to Game Setup when you're playing the One vs. All play style. See page 14 of the Core Rule book and note these adaptations:

- Before play, the heroes place the four map quadrants (pieces A-D).
- The player playing as the Ravager should take the following items and set them nearby: the Ravager's Villain card, a dry erase marker, three ten-sided dice (red, gray, and black), the Ravager's tokens (see page 48), and the Ravager card deck.
- Record your Ability ranks and Vital ranks (see page 40), and then roll for your Augmentations and Ritual (see page 46).
- Draw a number of cards from your deck based on the number of heroes in the game. Keep your hand of cards secret from the other heroes.
- The heroes may only win the game through Phorora or Nemsynet's end game scenario (kill the Ravager or Subdue it).

The player playing as the Ravager should have the items shown here at the start of the game.

Initial Augmentations

- Before the game begins, while the heroes are rolling their starting location and gathering their initial loot, you'll gain augmentations of your own.
- The Ravager rolls 1 ten-sided die for every 2 heroes in play (rounded up). Consult the following table for your augmentations:

# of Heroes	Initial Rolls
1-2	1
3-4	2
5-6	3

Initial Augmentations

HEX	Roll the six-sided die and consult the Epic Augmentations table to the right.
2	+1 Might rank
3	+1 Supremacy rank
4	+1 Prowess rank
5	Begin the game with 5 Ritual Points
6	**Raise** 2 Health per hero (in each Ability)
7	**Raise** 10 Energy in both Energy Abilities
8	Increase your Outlast value by 2.
9	Begin the game with 1 extra Ravager card
10	Place 1 additional HOTtile and randomly place a Remnant there.

Epic Augmentations

1	Pick One: +3 Might, Supremacy, or Prowess rank
2	+2 Might rank
3	+2 Supremacy rank
4	+2 Prowess rank
5	Begin the game with 10 Ritual Points
HEX	Place a Remnant over a revealed Ravager Node, except one adjacent to a City-State.

Initial Ritual

- You'll gain your first Ritual randomly. Roll a four-sided die and check the table below.
- Locate this card in your deck and place it immediately on top of the first open Ritual Slot. Then, reshuffle your deck in order to prepare for the start of the game.

	Initial Ritual
1	Sand Wave
2	Tower Amplification
3	Irradiation
HEX	Destructive Emergence

Draw Initial Cards

- Before the game begins, draw cards from the Ravager deck based on the number of heroes in the game.

# of heroes in play	Initial Cards Drawn
1-2	3
3-4	4
5+	5

VILLAIN
ABILITIES
THE RAVAGER OF SHURAX
Ravage
Emerge
Submerge
RITUALS
RITUAL SLOT 1
DESTRUCTIVE EMERGENCE
3
Augment (Emerge): When you appear on the board, each hero within Emerge rank heroes of you suffers Ravage rank Health damage and must roll Explore.
Those who succeed suffer only half damage.

The Ravager's Tokens

Mutant Token: These tokens represent Mutants that are appearing near Crystal Towers. Many believe the Ravager is a god. They are twisted and wrathful, destroying the earth as a form of worship.

Mutant tokens are placed on the board each time the Ravager places a new Remnant using his Submerge Ability. The heroes may or may not face Encounters when they cross paths with a Mutant token. There are 16 Mutant tokens (there are no differences between the token types).

The Acts

Acts are not used in the Ravager 1 vs. All game. The Ravager will Emerge and Submerge in different ways and in different locations based on its Abilities.

The Ravager's Phase

The Ravager Phase Overview

Roll your Abilities

- You'll gain Ritual Points (RP) if you succeed.

Draw a Card from your Deck

- Keep your hand of cards secret from the heroes.

Mutant Resolutions

- Move all Mutants on the board.

Make an Action

- You may play an Ambition card, then choose one of the following three actions to perform:
  1) Spend Ritual Points to play any number of your active Rituals.
  2) Use either Supremacy or Prowess (not both).
  3) Take no action and gain 1 Ritual Point (RP).

Discard any Cards

- Choose to discard any of your cards in order to gain 1 rank increase (only once per Game Turn).
- You may have a maximum hand size of 10 cards.

Next Game Turn

1 Roll your Abilities

- Roll all three Ability dice. If a roll result is less than or equal to your matching Ability rank, the roll is successful and you gain 1 Ritual Point.
- A roll of a hex is a result of 1 and is a Critical Success. A Critical Success always succeeds and grants you 3 Ritual Points instead of 1.
- Starting at rank 12, and every rank thereafter, the Critical Success range increases by one (a hex or 2 at rank 12, a hex through 3 for rank 13, a hex through 4 for rank 14, etc).
- A roll of 10 always fails and is a Critical Failure.
- A failed roll is worth no Ritual Points.

Ritual Points (RP)

Add any of your accrued Ritual Points to your Ritual Point bar. Ritual Points are used to power your Rituals during your Action phase.

- Add and/or subtract your accumulated RP on your Ritual Bar.
- RP may only be gained during the Ability phase of your turn, unless otherwise stated.
- RP may never exceed 20.
- For more information on spending your RP to power Rituals, see page 57.

2 Draw a Card

- Draw 1 additional card from the Ravager deck and add it to your hand of cards.
- Your cards should be kept secret from the heroes, but you must reveal and read them out loud when you play them.

3 Mutant Resolutions

- During this phase, you may move each of the Mutant tokens on the board.
- Only 1 Mutant may be on any hex at a time.
- Each Mutant moves at a speed of 2 hexes per Game Turn, may move across any terrain type, may reveal new map tiles, and may initiate combat with the heroes.
- Mutants who move into a Caravansary may immediately **Teleport** to any other Caravansary revealed on the map.
- The moment a Mutant token shares the heroes' location, you may choose an Encounter card from your hand or one from your Encounter pile. The heroes must face that Encounter in combat. If you choose not to play an Encounter, or if you have none, remove the Mutant token from play.
- The Encounter **Mutates** at the beginning of combat.

ANYTIME
BAKE THE EARTH
RITUAL
2
HEAT WAVE
MIGHT
ANYTIME
SCORCH THE SKY
The super-heated air has even caused changes in the weather.
Play during the Event phase. Each hero roll Survival. If at least half the group fails, the group must Camp here next turn. They do not gain the benefits of Camping. Heroes who Critically Fail also gain Heat Exhaustion.
'Have you seen sunsets like this? It's as if the air is aflame. Even the greatest poets couldn't describe these colors.'

Mutant Tokens

Mutants on Remnants

If the group moves onto a Remnant containing a Mutant token, the player controlling the Ravager may choose to have the Mutant initiate combat with the heroes (regardless of their location or the location of the mutant).

Mutant tokens that remain on a Remnant after a Crystal Tower has been harvested are lost.

Nuking Mutants

Your Mutants can cause irrepairable damage to the surrounding countryside. Up to once per Mutant Resolution phase, you may choose to replace a Location Token one of your Mutants shares a space with, with a hex token instead.

You must discard one of the Encounters in your hand or from your Encounter pile in order to replace the token. Doing this also destroys your Mutant (remove the Mutant token from the board).

If you do not have an Encounter card to play, you may not Nuke the location.

Location Tokens

In the example shown here, only the Gambling Den is a location the Mutant may target in order to Nuke.

The City-State, Mission location, and Oasis are not locations that may be Nuked, though the Mutant may be moved there to cause the heroes grief.

4 Make an Action

- You may play up to 1 Ambition card during this phase.
- Choose one of the following three options as your action for the turn:

1. Spend Ritual Points to play any Rituals: You may choose to spend any number of RP to play any or all of your active Rituals, so long as they do not contain the **Augment** keyword. Ritual effects take place at different times based on how you use them. For more information on Rituals, see page 57.

2. Use Supremacy or Prowess: You may choose to perform either Supremacy (Emerge) or Prowess (Submerge). You may only choose one or the other, not both. You may also play any Rituals that contain the **Augment** keyword that matches your action this turn.

3. Gain 1 RP: If you don't use your Abilities or spend RP on Rituals, you instead gain 1 RP. You may play 1 Ambition card along with this action.

5 Discard any Cards

- You may choose to discard any number of your cards (no less than the required amount) to increase one of your Villain Upgrade rings by 1 (see page 43). You may only increase one stat per turn through discarding.
- You may only have up to 10 cards in your hand at the end of your turn. If you still have more than 10 cards at the end of this phase, discard down until you have 10 cards.

The Ravager's Cards

Anytime Cards

- Unless otherwise specified, Anytime cards may be played at any time during the Game Turn, and usually are played after certain triggers occur in the game.

Remnant Req Cards

- Remnant Requirement cards contain the Remnant icon with a number inside it, in the lower right hand corner of the card.
- Unless otherwise specified, they may be played at any time during the Game Turn, so long as the number of Remnants on the board is equal to or greater than the card's requirement. Remnants with and without Crystal Towers are counted.

As the player acting as the Ravager, you should try to identify the key triggers that will allow the cards to take effect and look out for those moments. It is easy to get distracted with what the heroes are doing, so watch for those triggers!

Anytime Ribbon
ANYTIME
BAKE THE EARTH
Play at the beginning of the Skill
POWER SHIFT
Your movements are ever changing and your motives are undiscernable to those on the ground.
You may swap any of your active Rituals with other Ritual cards in your hand. Playing this card does not allow you to unlock a new slot.
6
Remnant Requirement

Rituals

- Rituals are special cards that grant new abilities.
- Some Rituals may have the **Augment** keyword, while others are either **Prepared** or **Performed** (see page 58).
- All Rituals require the Ravager to spend RP during the action phase.
- A Ritual card may only be played while on an active Ritual Slot. It may not be played from your hand of cards.

RP Cost
Ritual
2
Heat Wave
Augment (Emerge): All heroes who suffer Energy Drain from Emerge this turn must roll all 3 Skills. Those who fail all 3 also gain Heat Exhaustion.
Before they roll, you may spend 2 additional RP to give each hero a +1 penalty to all Skills for each Remnant they are effected by after the first.

Ritual Slots

You begin the game with 1 active Ritual slot, and 1 Ritual card in play. At any point during the Villain phase, you may spend 15 RP to activate another Ritual slot. When you activate a new Ritual slot, you must play a Ritual from your hand onto that slot. The Ravager may only ever have up to 3 Rituals in play at any time.

Replacing a Ritual Card

At any point during the Villian phase, you may spend 10 RP to replace a Ritual card in an active Ritual slot with a new Ritual card from your hand. Ritual cards removed in this way are removed from the game.

Ritual Cost

You must spend RP to use your Rituals. The RP cost is located in the upper right corner of each Ritual.

PLACED
RITUALS
Prepare: Uses your action and is active during the next Game Turn.
Perform: Does not use your action and may be used at any time.
Augment: Use along with your Supremacy or Prowess.
RITUAL
3
DESTRUCTIVE EMERGENCE
Augment (Emerge): When you
RITUAL
3
TOWER AMPLIFICATION
Prepare: The sun is super-heating
RITUAL SLOT 3
Spend 15 RP to unlock this slot.

Augment / Perform / Prepare

Rituals are either **Prepared** or **Performed**, or have the **Augment** keyword.

Prepared Ritual costs are paid for the Game Turn before the effect occurs. Therefore you must spend an action readying a **Prepare** Ritual. Rituals that may be **Performed** do not require time to set up, and thus take effect during the game phase as specified on the card. Some Rituals may contain both keywords, while others allow only one or the other. Rituals with the **Augment** keyword enhance your Emerge and Submerge Abilities.

Prepare: These effects are paid for during the Villian Phase and take effect the Game Turn following. Fill in your Prepare dot after you pay the RP cost. You'll erase the dot at the end of your next turn, unless you Prepare it again.

Perform (Game Phase): These effects are paid for at any point during the phase(s) in parenthesis, take effect immediately, and only affect that game phase.

Augment: These effects enhance either your **Emerge** or **Submerge** Abiltity. When you use either Supremacy (Emerge) or Prowess (Submerge) as your action for the turn, you may also play any active **Augment** Rituals that match that Ability, as part of your action for the turn.

Ritual Examples

In the following examples, the Ravager has 8 RP and both Sand Wave and Tower Amplification in active Ritual Slots.

Sand Wave: This turn, the Ravager chooses to use his Submerge Prowess Ability. Normally you cannot play Rituals while using Supremacy or Prowess, but this Ritual contains the **Augment** keyword and it matches the Ability he's chosen (Submerge). He pays 1 RP, reducing his RP total from 8 to 7, and then gains the effects of both his Submerge Ability and the Sand Wave Ritual.

Tower Amplification: Next turn, the Ravager chooses not to use Supremacy or Prowess, and instead chooses to use Tower Amplification. This card can either be **Prepared** or **Performed**, but he's decided to **Prepare** it, in order for its effects to take place next turn.

After all, the heroes are taking a Caravan into the Wastes this turn, and it will mean they suffer from it next turn. He pays the 1 RP required, and then marks the Prepare dot (or places a die on top of it) on his Ravager placard to show the power will take effect next Game Turn.

Alternatively, this Ritual may be **Performed** at any time during the Game Turn to place the effect on the heroes immediately. Using the Ritual in this way would cost 2 RP and only effect the current phase of the turn.

RITUAL
3
DESTRUCTIVE EMERGENCE
Augment (Emerge): When you appear on the board, each hero within Emerge rank hexes of you suffers Ravage rank Health damage and must roll Explore.
Those who succeed suffer only half damage.
RITUAL
3
TOWER AMPLIFICATION
Prepare: The sun is super-heating the air around your towers. For the duration of next Game Turn, your Crystal Towers and all hexes adjacent to them grow extremely hot.
The heroes must roll Survival each time they enter one of these hexes. Those who fail gain Heat Exhaustion.
Perform (Any phase): You may spend 4 RP to gain the above effect. The effects remain active only during the phase it is activated in.

Ambitions

- Ambitions function like Missions, but unlike Missions, are kept hidden from the heroes until you play the card.
- Ambition cards are tied to location types on the map. Note that they have Ability dice icons across the top of each card.
- You must either Emerge, Submerge, or spend a Game Turn staying in place over an Ambition location to attempt to resolve it.
- Up to 1 Ambition card may be played during your Action phase of each Game Turn.
- When you play an Ambition card, increase the associated Ability rank by 1.

Ambition Types

There are four types of Ambition cards: Might, Supremacy, Prowess, or Any. Choose only one of the 3 Abilities when you play an Any card.

Ambition Locations

Each Ambition designates a location type you must attempt the Ambition on (Desert, Highland, Silt Sea, Oasis, etc). Consult the graphic in the upper right corner of each Ambition card and read the text to find the location. If an Ambition location is not revealed on the map, you will have to search for one.

Ambition Type
Ambition Location
MIGHT
Stay in place over a Desert hex to increase your Might rank by 1.
Unbridled Aggression: If you succeed, increase your Might rank by 1.
"You'd think we could feel it before it breached. Normally you'd be
Unbridled Aggression Keyword

Unbridled Aggression

Some cards contain the Unbridled Aggression keyword. When playing an Unbridled Aggression card, the Ravager immediately rolls an Ability die matching the one shown on the Ambition and gains the bonus listed if the roll is successful.

These Ambition rolls do not provide the Ravager with RP, but may trigger the Critical Success Bonus.

Critical Success bonus

Some Ambitions also grant Critical Success bonuses. If you roll a Critical Success (see page 51) while attempting an Unbridled Aggression roll, you'll earn the bonus reward shown on the card. There are six types:

- **Raise:** 4 Health (each Health Vital) per hero.
- **Raise:** 5 Energy (each Energy Vital) per hero.
- Increase your Outlast by 2.
- Gain 2 Ritual Points.
- Immediately draw another Ravager card.
- Roll once on your Reward Table.

Critical Success Bonus

Energy or Outlast Usage

Some Abilities, Ambitions, or other cards may require the expenditure of Energy or Outlast to function. Reduce one of the Ravager's Energy values (your choice) or its Outlast value by the specified amount when you attempt to complete the Ability, Ambition, or Challenge. If you do not have enough to perform the desired action, you cannot do it.

The End Battle

- The heroes must face and defeat the Ravager in battle to win the game.
- The heroes may initiate the end battle with the Ravager at any time, as per normal rules.
- The Ravager may initiate the end battle with the heroes during the Villain phase if the sum of the Ravager's Ability ranks are 18 or higher.
- If the Game Difficulty is Normal or Easy, the player controlling the Ravager declares any 3 of its Abilities to use each round of combat during the Opponent phase. 2 of the declared Abilities may not be used two rounds in a row.
- If the Game Difficulty is Moderate or higher, the Ravager uses all 6 of its Abilities each round of combat.

Fleeing from Combat

Heroes may attempt to Flee from combat if they initiated combat with the Ravager. If the Ravager initiates combat with the heroes, they may not Flee.

The Ravager may not Flee from combat with the players.

Game Options

Valor Score

- A point of Valor is awarded when specific milestones are achieved while playing any HEXplore It game. Valor is not unique to the Sands of Shurax Expansion.
- For more information on how Valor works, see page 86 of the Core Rule book.

Gaining Valor

Here are the additional ways you can earn Valor while playing the Sands of Shurax Expansion. Mark the check box and adjust your Valor score on the bar below when you complete one of these objectives.

Gain Astonal the Lost Arbiter as an Ally ☐

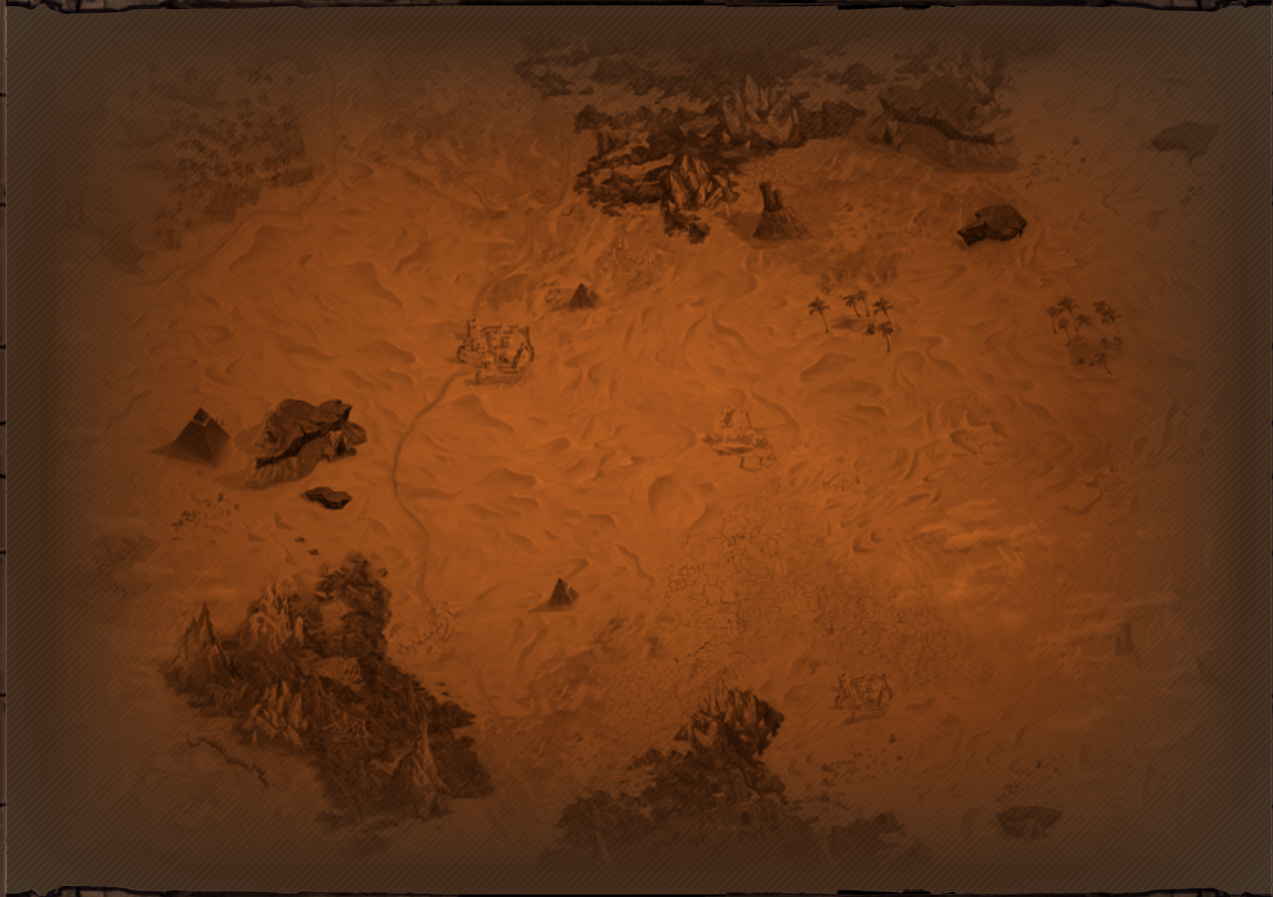
Defeat (or Bribe) all 14 Sands of Shurax Bosses (does not have to be in one game) ☐

Core Game										Expansion			
1	2	3	4	5	6	7	8	9	10	*	4	6	8

Exit the Black Pyramid after completing the last Chamber ☐

Defeat the Ravager in a 1 vs. All game, twice. ☐ ☐

1	2	3	4

Index

Abilities 40, 51
Ability Upgrades 43
Acts, 1 vs All 48
Ambitions 60
Anytime Cards 56
Astonal, Boss 36
Augment 58
Backtracking 24
Banneki, Boss 35
Black Pyramid 20
Boss Galleries 30
Caravan Masters 11
Cards 11
Chamber Maps 22
Chambers 20
Critical Success Bonus 61
Deck Immunity 41
Die Immunity 42
Discarding Cards 54
End Battle, 1 vs All 62
Exalted, City-States 17
Exalted, Factions 18
Exalted Reputation 17
Fleeing, Black Pyramid 24
Fleeing, Ravager 1 vs All 62
Galleries 25
Heroes 5
Hidden Passages 21
Idryil, Boss 34
Infamy Points 35
Initial Augmentations 46
Initial Ritual 47
Items, Bazaar 14
Items, Phorora/Dria 15
Items, Tarri/Nemsynet 16
Legendary Ally Cards 8
Legendary Cards 8
Legendary Item Cards 9
Monstrosity, Boss 34
Mutant Resolutions 52
Mutant Tokens 48
Nuking Mutants 53
Perform 58
Prepare 58
Random Loot Tables 32
Ranks 41
Ravager's Tokens 48
Ravager's Villain Phase 50
Remnant Requirement Cards. 56
Reward Table 42
Ritual Points 51
Rituals 41, 57
Ritual Slots 57
Secret Exits 21
Traits 6
Unbridled Aggression 61
Valor 64
Villain Upgrade Rings 43
Vitals 40
Vital Upgrades 44